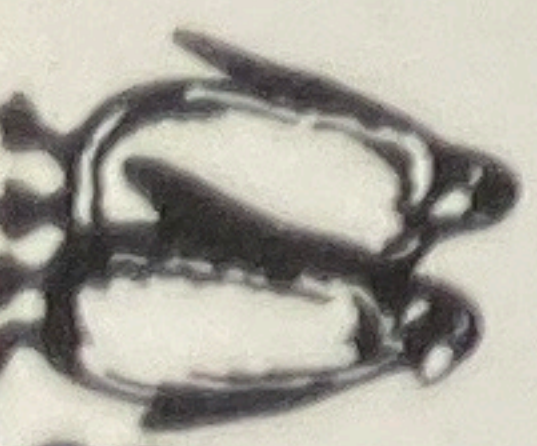


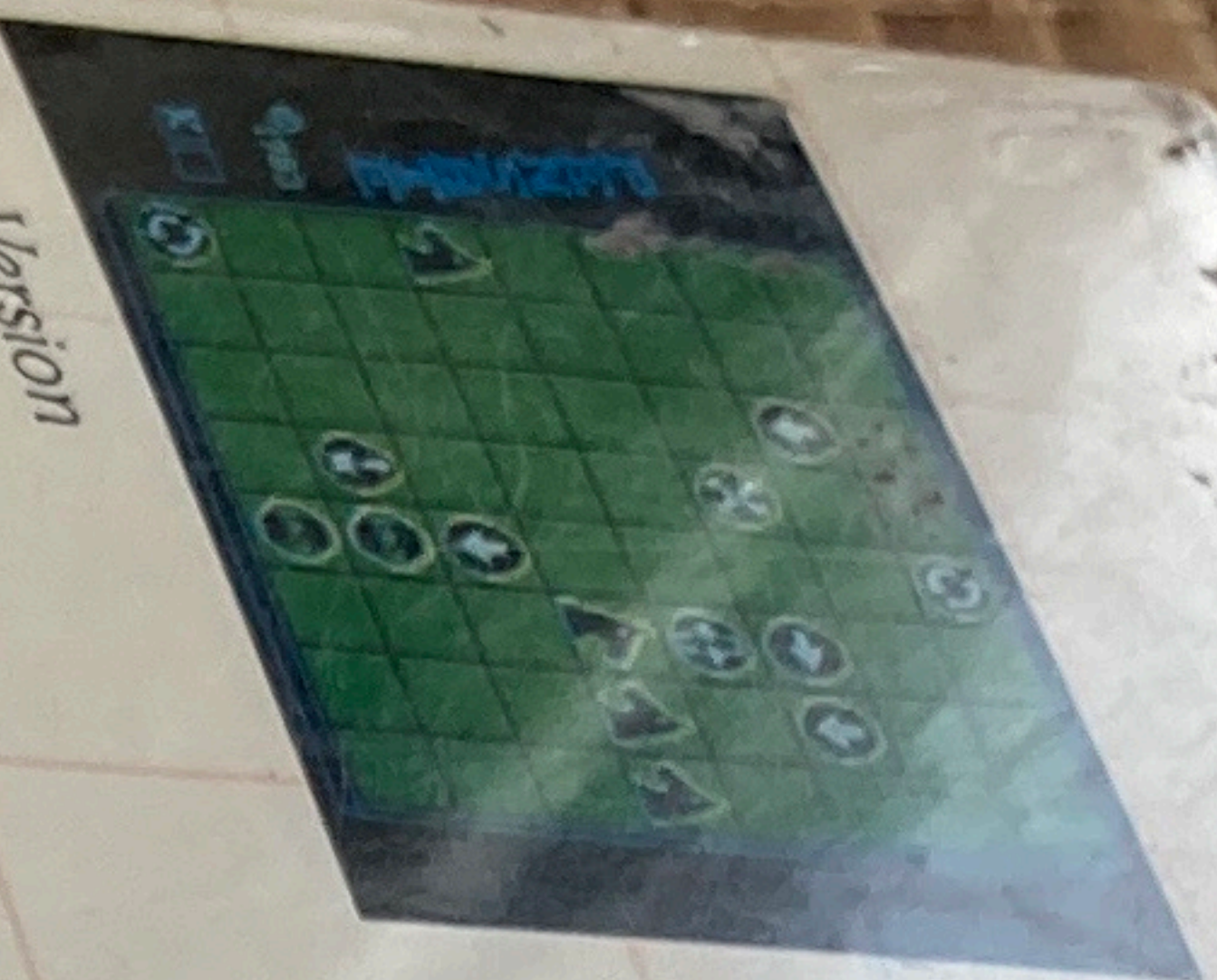
Works on
The Apple
IIc



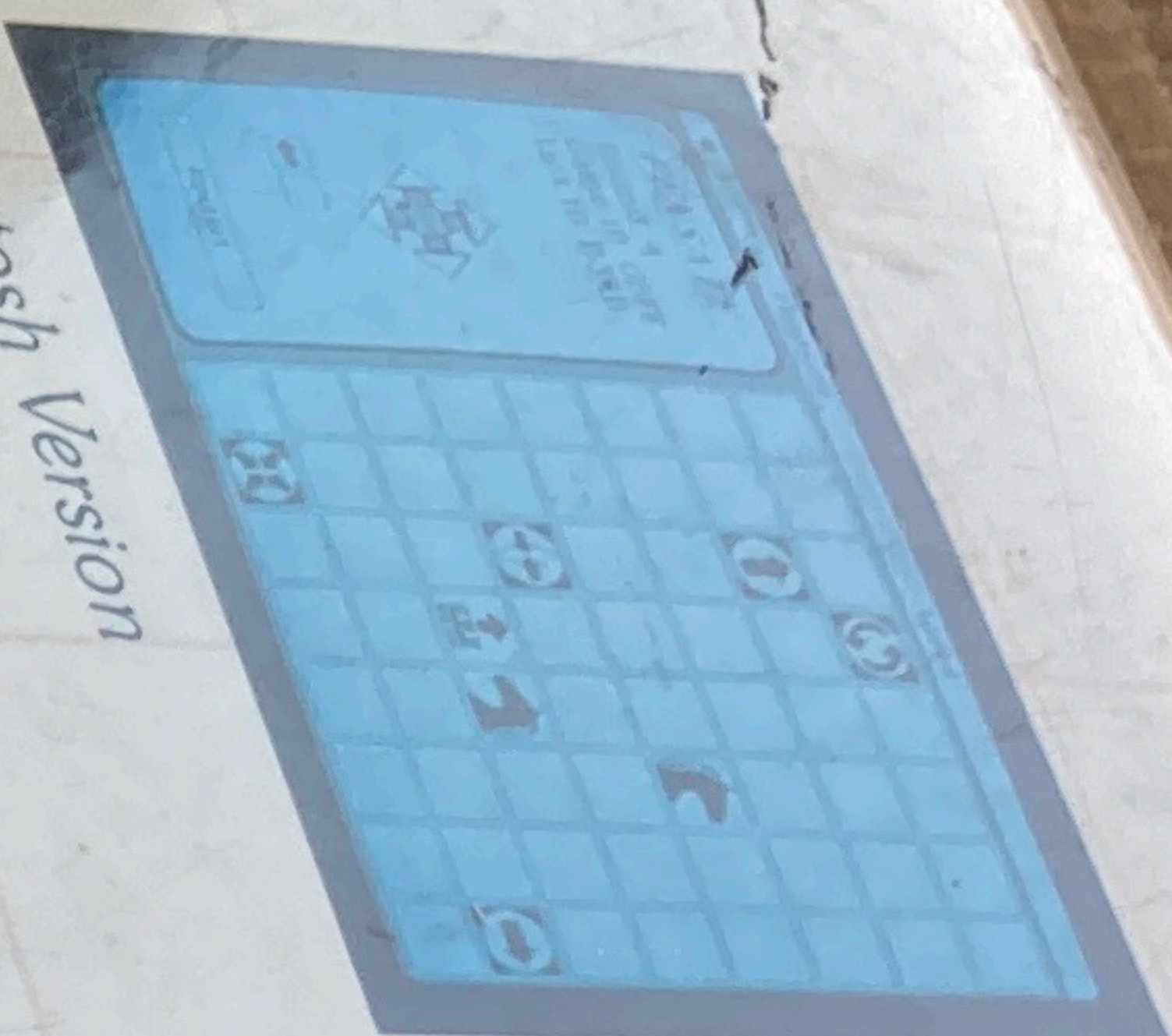
The thinking game by John Besnard and Robert Hardy

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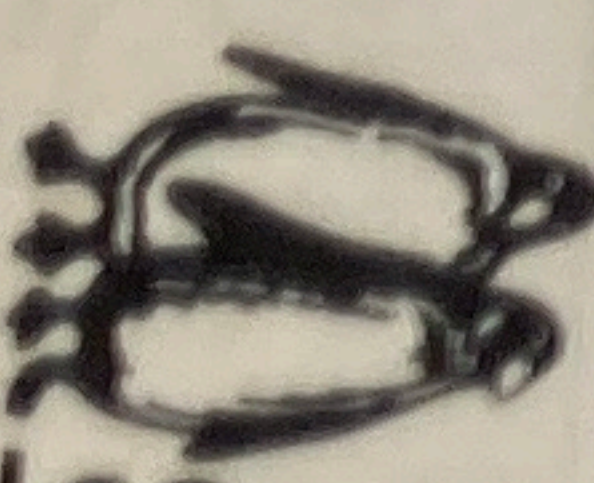


Macintosh Version

How far ahead can you plan your maneuvers against the computer-controlled pieces? Each type moves in its own set pattern, relentlessly, while you attempt to move your single piece to the top of the board. Each successful round brings more difficult opposing piece and the task gets more difficult. Hundreds of levels of play, from easy with only the next move planned, to very difficult with planning your moves four turns in advance.

Pensate was designed by John Besnard, programmed on the Apple II by John Besnard, and programmed on the Macintosh, Commodore 64, and Atari by Robert Hardy.

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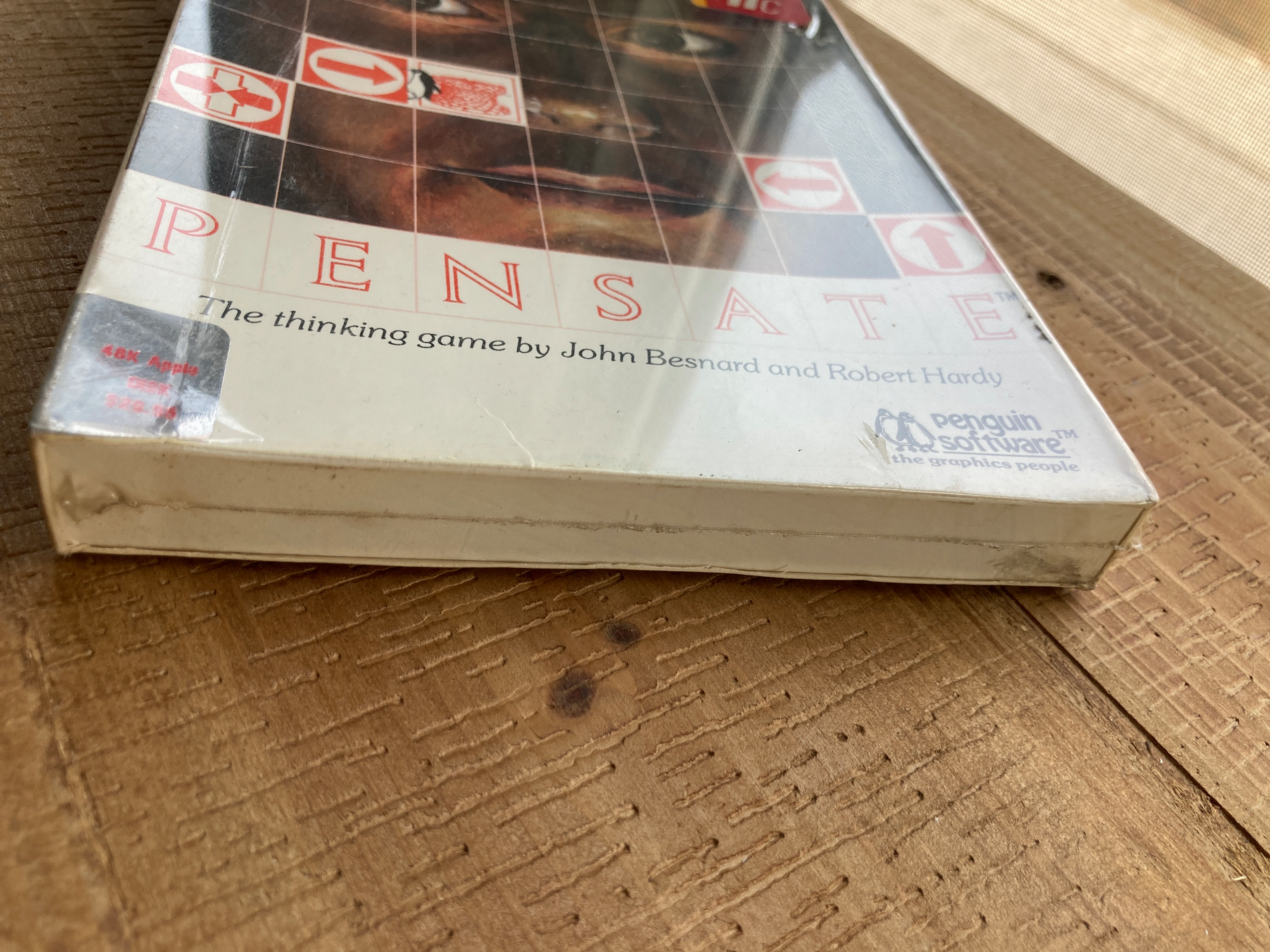
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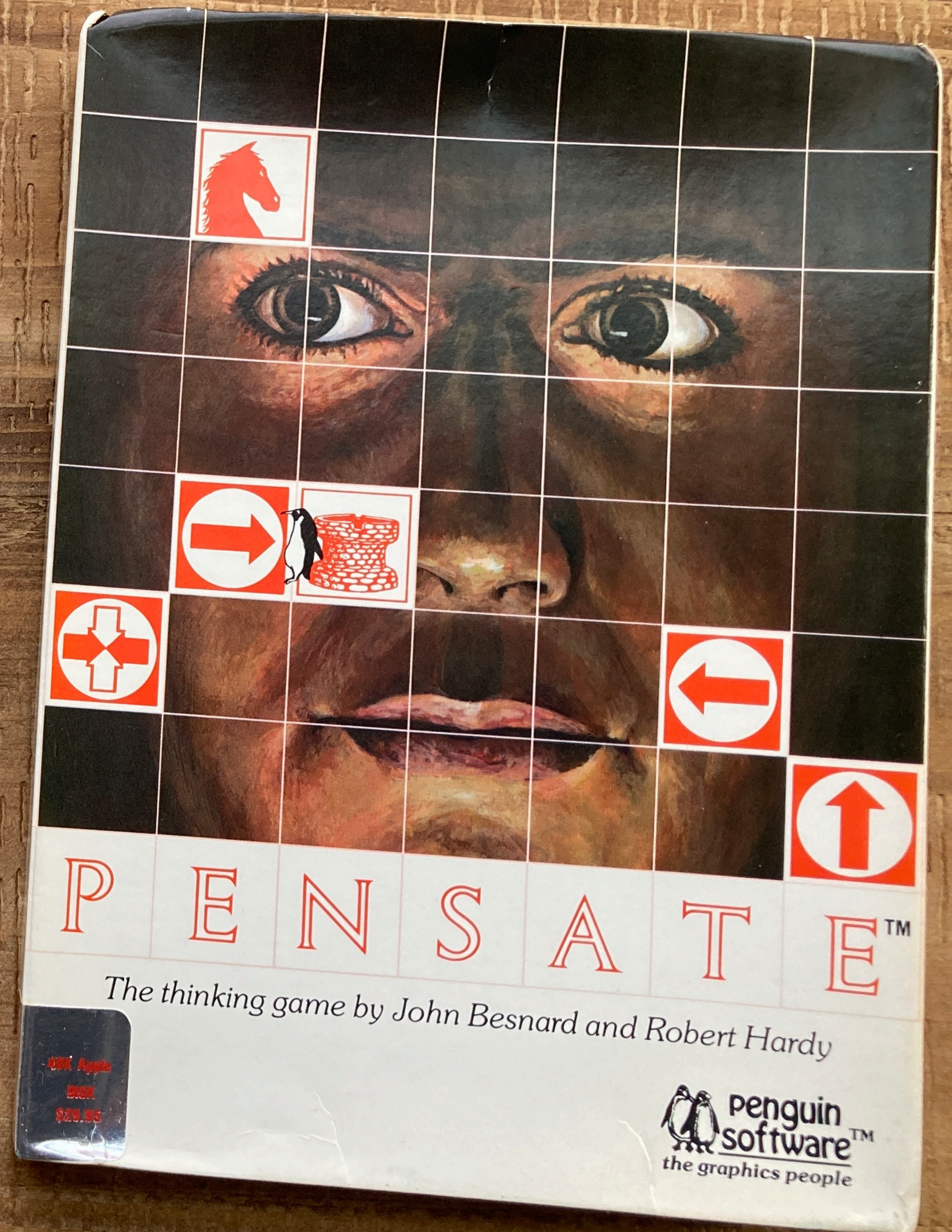


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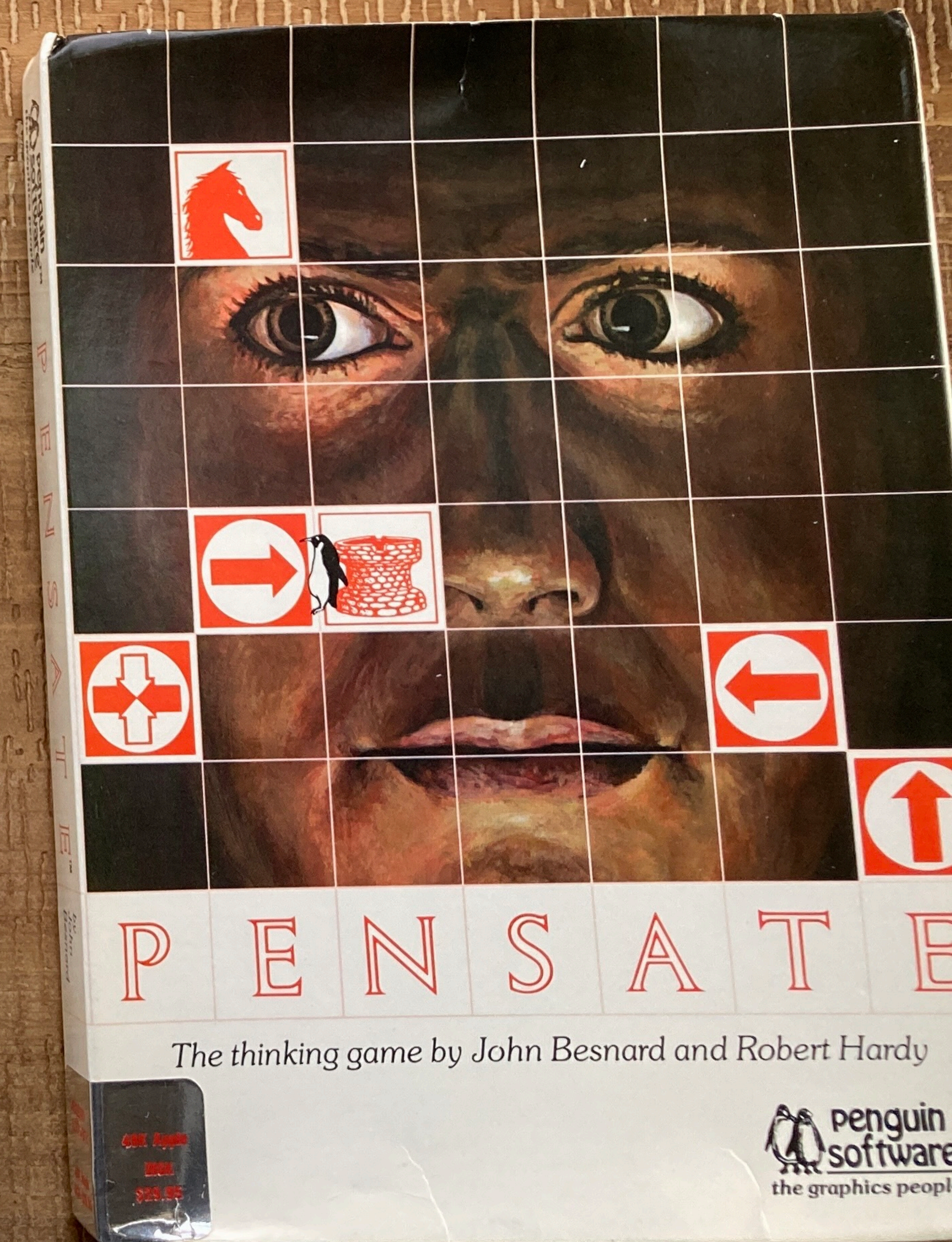
DISK

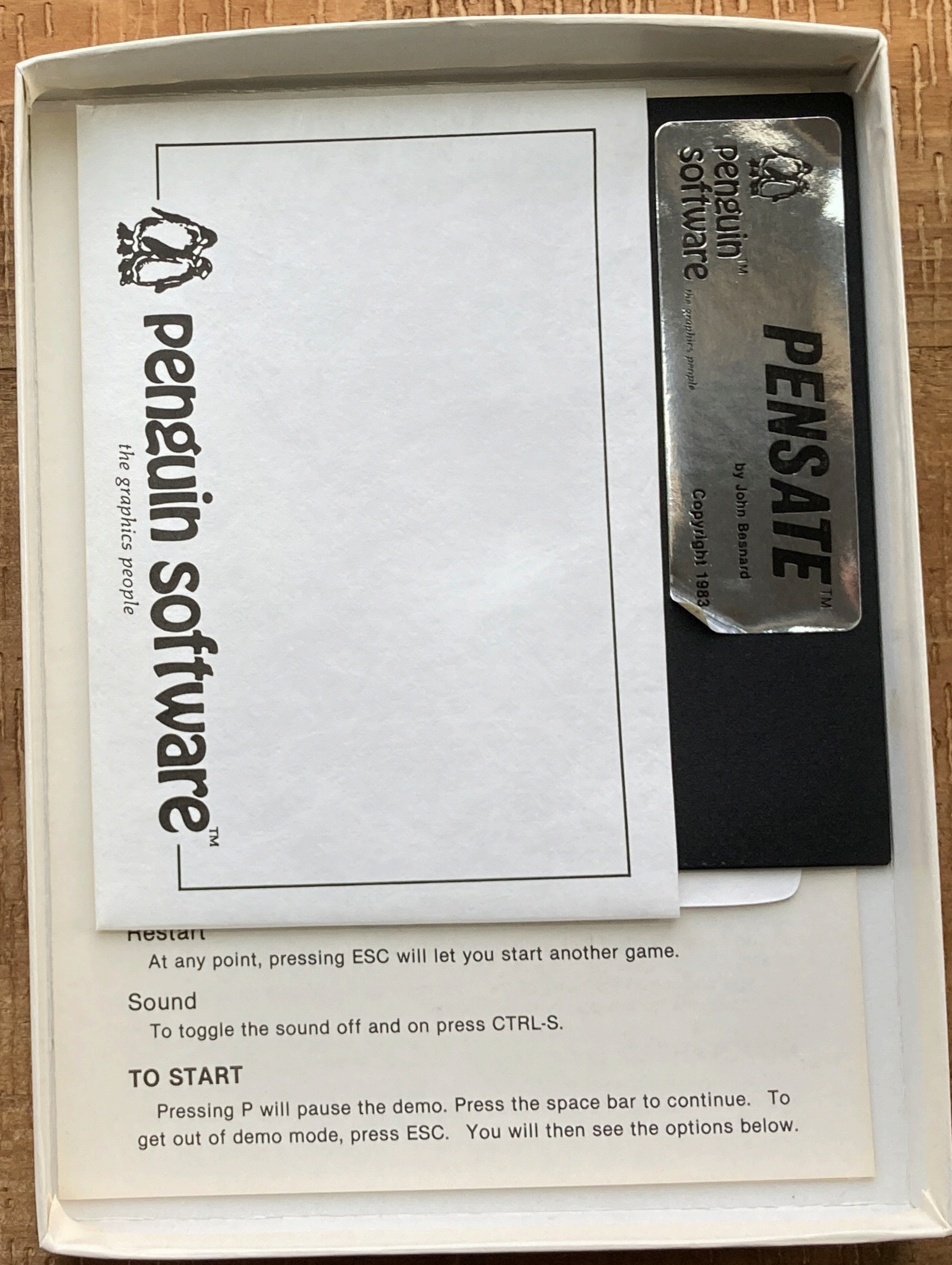
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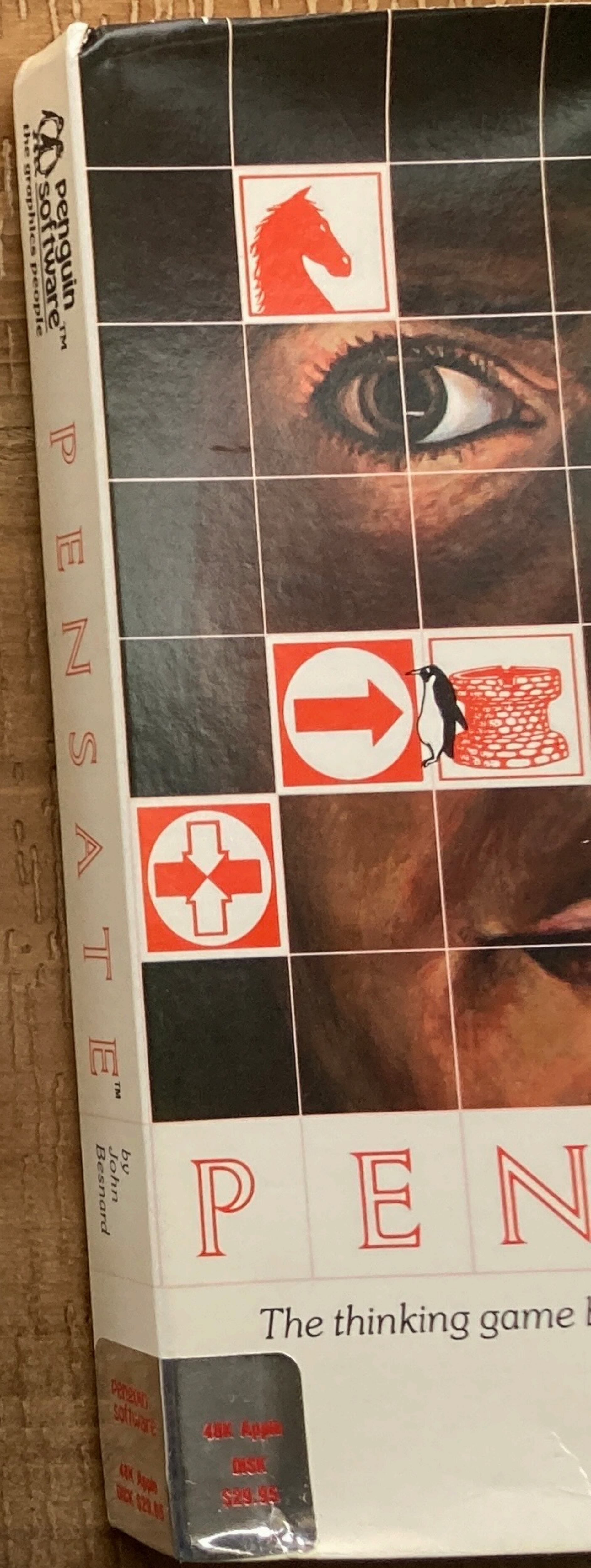


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by John Beasland
Copyright 1983

Restart
At any point, pressing ESC will let you start another game.

Sound
To toggle the sound off and on press CTRL-S.

TO START
Pressing P will pause the demo. Press the space bar to continue. To get out of demo mode, press ESC. You will then see the options below.



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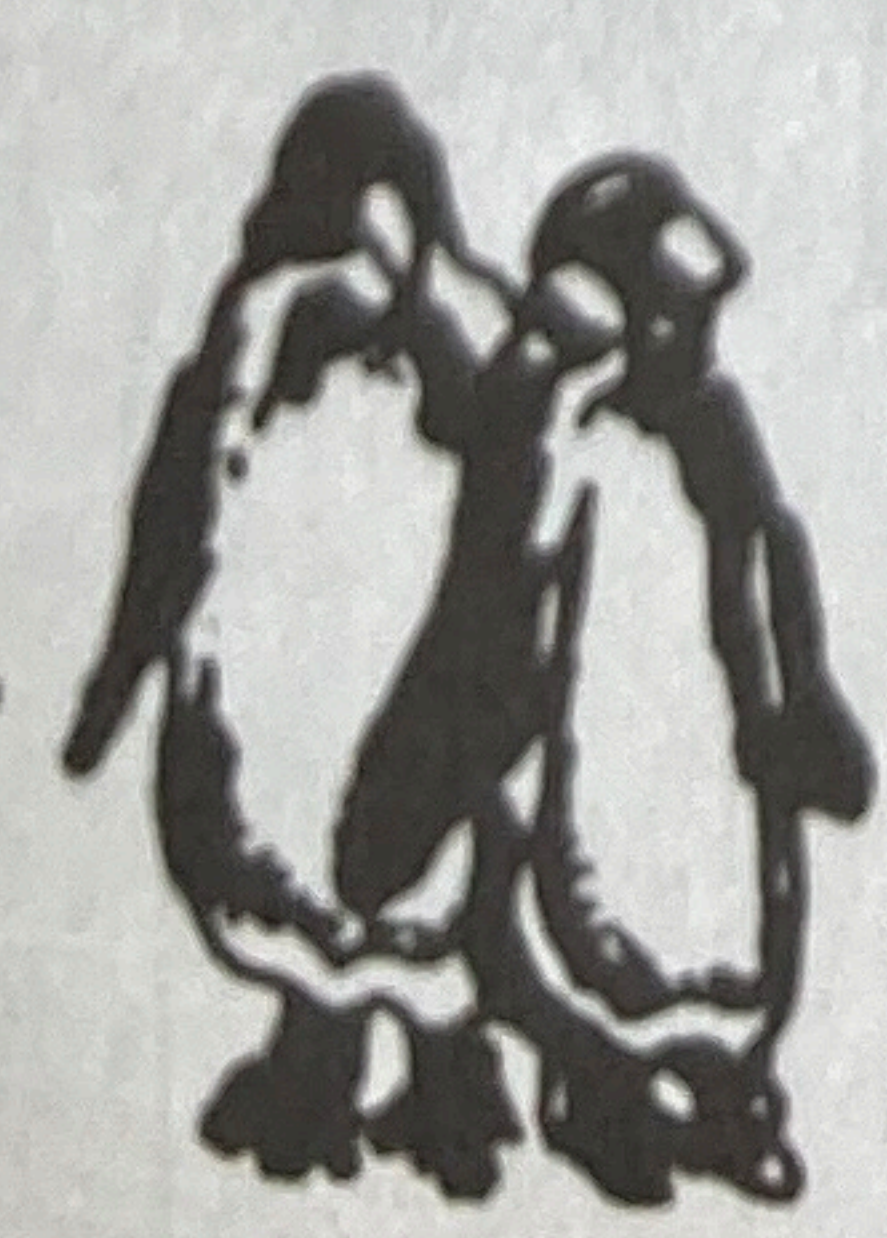


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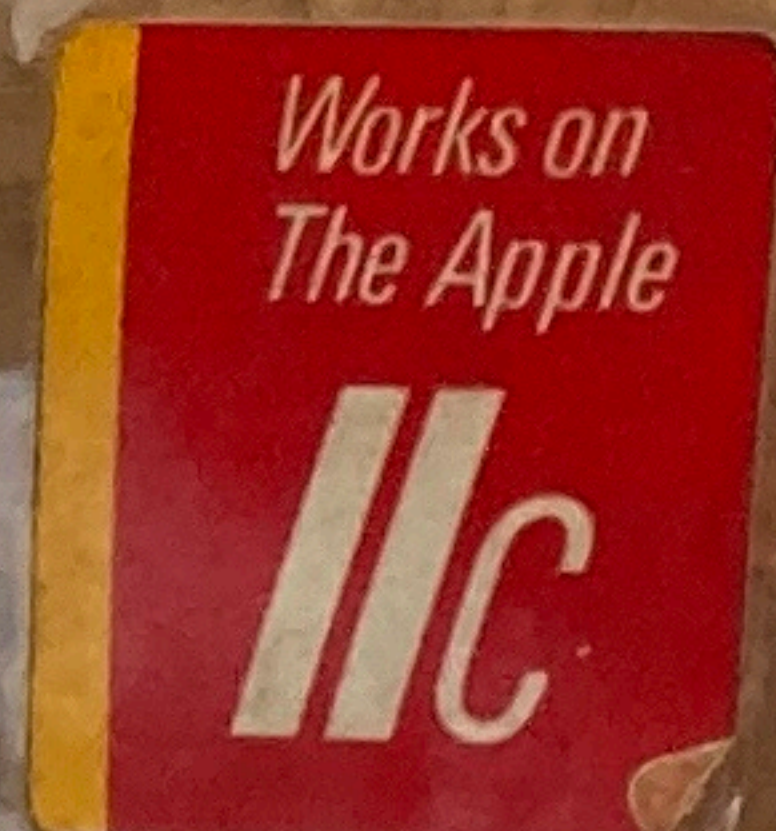
PENSATETM

by John Besnard

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For extended media life—take care of your Penguin disk.



PENSATETM by John Besnard

The Thinking Game

Pensate is a game carved from a classic tradition. It takes but a few minutes to learn, but may require penguin intelligence to master. This game has been used for generations in Antarctica as a training aid for preschool penguins. Until penguin chicks can compete in the most complex Pensate games, they are not allowed to attend formal school training. It is not until the chicks finish formal schooling that they are allowed to wear tuxedos, the sign of a formal education.

HOW TO PLAY

The object of the game is to maneuver your playing piece to the top of the screen.

Moves

Moves are made using the I, J, K, M keys to indicate Up, Left, Right and Down respectively. With the Apple IIe, either the I, J, K, M or arrow keys work. You cannot move diagonally. If the player's piece comes in contact with any other piece, the game is over.

Once the player's piece moves, each of the other pieces on the board move. The direction each other piece moves depends on two factors:

1. The type of piece
2. The direction the player's piece moved

Should the computer's piece land on another of its own pieces, it makes its own move again.

Wrap around

The computer's pieces can wrap around the screen when making their moves. Your piece will not wrap around. If you enter a move which would take your piece off the edge of the screen, it will count as a move, but your piece will stay in the same place.

Restart

At any point, pressing ESC will let you start another game.

Sound

To toggle the sound off and on press CTRL-S.

TO START

Pressing P will pause the demo. Press the space bar to continue. To get out of demo mode, press ESC. You will then see the options below.







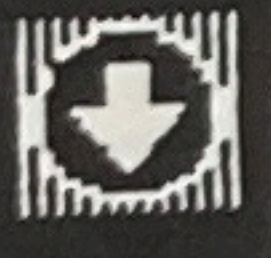



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S
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T
ETM

by
John
Besnard

Works on
The Apple

IIc

ID#	Computer Piece	You Move	Piece Moves	ID#	Computer Piece	You Move	Piece Moves
1		Up Down Right Left	Left Left Left Left	7		Up Down Right Left	1 square Right, 1 square Up, 1 square Left, 1 square Down, 1 square Right, 1 square Down, 1 square Left, 1 square Up
2		Up Down Right Left	Right Right Right Right	8		Up Down Right Left	Left Right Up Down
3		Up Down Right Left	Up Up Up Up	9		Up Down Right Left	2 squares Left, 1 square Down, 2 squares Right, 1 square Up, 2 squares Up, 1 square Left, 2 squares Down, 1 square Right
4		Up Down Right Left	Down Down Down Down	0		Up Down Right Left	2 squares Right, 1 square Down, 2 squares Left, 1 square Up, 2 squares Down, 1 square Left, 2 squares Up, 1 square Right
5		Up Down Right Left	Down Up Left Right				
6		Up Down Right Left	1 square Left, 1 square Down, 1 square Right, 1 square Up, 1 square Left, 1 square Up, 1 square Right, 1 square Down				

Disk Replacement

If your Pensate disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new one to you right away. We feel this is a fair replacement policy for entertainment software and is in line with our policy of not copy-protecting our applications software. Please help us by not copying our entertainment software and not making any copies of our applications software except for your own use as backups.



Preston Penguin says:

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prevent software piracy.



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